

Fahad Shaikh

GAME DEVELOPER

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Summary

Computer science student enthusiastic gamer and developer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. A clear understanding of software development. Love playing games. Motivated to learn, grow and would love developing games at Mindstorm Studios.

Skills

General	Report Writing, Leadership, Management, Teamwork, Communication
Programming	C#, JavaScript, C, LaTeX
Gaming Engine	Unity
front-end	React Native, React, Redux, HTML, CSS
back-end	Firebase, Nodejs
Softwares	Android Studio, Figma, Adobe Illustrator, Adobe XD, MS Office
Languages	Urdu, English, Regional

Education

B.S. in Computer Science

BENAZIR BHUTTO SHAHEED UNIVERSITY

Karachi, Pakistan

Nov. 2018 - In progress

- Got a Sindh Gov Scholarship which is given to promising students in Computer Science Dept.

Projects

Social Networking Platform for Gamers

REACT NATIVE AND FIREBASE

Android/iOS

2019

Unity 2D Space Shouter Game

UNITY AND C#

Game Project

2020

Dungeon Escape

UNITY 2D AND C#

Game Project

2020-(In-Progress)

Work Experience

Microsoft Corporation

ENGINEERING INTERN

Virtual

Jun. 2020

- Prepared for virtual experience at Microsoft.
- Explored Microsoft's commitment and approach to putting values into action.
- Discovered Microsoft's Four Solutions that enable digital transformation.
- Bring your professional voice to the Microsoft table.
- Realized the impact of a positive first impression.
- learned how Microsoft Azure is leading the way in helping organizations meet their business challenges.

Social Outreach

99 Gamers, 90 Games and Advance Gamer

FOUNDER

Facebook Pages

Jan. 2018 - PRESENT

- Have more than 90k member where i daily share news about gaming.